

SOLO Expansion

Rules Summary

Player and AI Units alternate taking turns.
AI Units are referred to as 'AI' and Player Units as 'Units'.

Player Turn (3.0)

You **must take** only **one** of the following actions:

- Unit (AP) Action (3.1):** Take an action with any **fresh** Unit by spending APs. Afterwards, that Unit makes an **AP Spent Check (3.1.1)**.
- Command (CAP) Action (3.2.2):** Take one action with any **fresh or spent** Unit by spending **only** Command Action Points (CAPs). Do not make an AP Spent Check. The Unit's spent or fresh status **does not** change.
- Card Action (3.3):** Play an Action Card from your hand. This may cost you either APs or CAPs, depending on the card. Make an AP Spent Check if you used APs to pay for the card action.
- Stall Action:** Take none of the above actions, but you must spend either 1AP with a fresh unit or 1CAP. This keeps you from having to take a Pass Action.
- Pass:** Take none of the above actions and spend no AP or CAP. You may take additional actions during future turns. But if you and the AI pass consecutively, the round is over.

After executing **one** of these actions and making an AP Spent Check (if necessary), play advances to the AI turn.

AI Turn (4.0)

Draw an Order Card and attempt to execute **one** AI order listed on it.

Order Cards drive the solo system. Each Order Card consists of four sections. Beginning from the top:

- The Card Number, Card Symbol, and Mission Track advancement.
- AI Priority Orders.
- AI Tactical Orders.
- Unit 'Remain Fresh' Symbol, AP Spent Number, and the Hex #.

The AI will attempt to execute a **Priority Order** first, then a **Tactical Order**, starting with the first order and working down until one of these orders can be executed.

Mission Track Advance:

On the top of some Green Cards are requirements to advance the Mission Track marker. The Mission Track advances if the number of AI plus Units in play are equal to or less than the specified number. Both **Fresh / Spent Units and AI, Rumored Enemy counters (6.0), Hidden Units and AI, and Reinforcements** arriving this round are included in the count. Non-combat Units, such as Trucks and Wagons, are not counted.

Execute Counteractions (7.0) and Mission Orders (7.1): Not all Order Cards will direct the AI to execute Counteractions or Mission orders. Each Mission describes what its Counteractions and Mission orders are. A Mission may include several Counteractions and/or Mission orders.

A **Blue Card** designates a Command Order card where the Priority and Tactical orders can be executed by **Fresh or Spent** AIs. After executing a Command Order, the Unit(s) that executed the order **do not make** a AP Spent Check.

A **Green Card** designates an Action Order card where the Priority and Tactical orders can be executed only by **Fresh** AIs. After executing an Action Order, the Unit(s) that executed the order **must make** a AP Spent Check.


After executing the one AI action and making a AP Spent Check (if necessary), play advances to the Player turn.

'AP Spent Check' for Units and AIs (3.1.1)

After a fresh Unit or AI executes an action that costs APs, it must immediately make a **AP Spent Check** to see if it becomes spent. Draw an Order Card and compare the **AP Spent Number** of this card against the AP cost of the action the Unit or AI just took.

If the action's AP cost is equal to or greater than the AP Spent Number, the Unit is marked 'spent' by flipping its counter to the side with the red bar.

A Player can reduce his AP cost by supplementing part of the Unit action cost with CAPs (3.2.1).

Units drawing an AP Spent Check card with the  Symbol remain fresh.



If a Unit or AI paid for an action entirely with CAPs, no AP Spent Check need be taken (3.2.2).

When taking Group Actions, if the Spent Action Check fails, all of the involved Units are marked spent.

Executing an AI Order (5.0)

A Card Order specifies which AI should execute the order, usually based on the AI's position relative to Units or Mission Objectives.

Player Control Markers are considered Mission Objectives.

AI Fire Order Eligibility (5.1)

The following criteria limit an AI's eligibility to execute a Card Order:

- An AI will **never fire long range**, unless directed to do so by the order.
- An AI will not fire at a Target if it needs a modified 2D6 result of 11 or higher to hit.
- An AI with CC penalties (*such as MGs and Mortars - 7.7.3 AtB*) will not move into CC and will attempt to disengage if in CC.

AI Fire or Move Eligible AI Priority (5.1.1)

If more than one eligible AI is equal distance to a Target, the order will be executed by an:

- Un-hit AI**, before a hit AI. If multiple eligible AIs are un-hit (or hit), then
- To Move:** the AI with the **lowest cost to move** has priority.

To Fire: the AI with the **highest Firepower**. If more than one eligible AI has the same highest firepower, then the **lowest cost to fire** has priority. If more than one eligible AI has the same lowest cost to fire, then the AI in the highest DM hex will fire. If more than one AI still is eligible, then

- Randomly determine which AI executes the order by assigning each AI a number and rolling 1D6.

AI Fire Order Target Priority (5.2)

If the eligible AI can execute a Fire order against multiple target Units that are equal distance away, then execute the order against:

- the Unit that is **easiest** to hit (with the lowest total DV *7.3 AtB*), then
- the **hit Unit**, then
- the **fresh Unit**, then
- the Unit with the **highest firepower**, then
- the Unit with the **lowest cost to fire**, then
- the Unit with the **lowest cost to move**.

If multiple Units still qualify, then:

- Randomly determine a Unit, by assigning each Unit a number and rolling 1D6.

If multiple AI are eligible to execute an order against multiple Units, first determine the Eligible AI Priority and then the Target Priority.

AI Movement Orders (5.3)

Movement Orders will direct the AI towards Targets. Sometimes the eligible AI has the choice to execute a Movement Order by moving into more than one hex. If this is the case:

- the AI will move to a hex that is a **fewer number of hexes away** from the Target, then
- the AI will move **out of a Fire Zone**, then
- the AI will move **into the highest DM hex**, then
- the AI will move **towards an enemy's flank**, then
- randomly determine which of the hexes the AI will move into by assigning each hex a number and rolling 1d6.

AI Low Risk Move (5.3.1)

Low Risk Moves follow these movement conditions:

- AI **will not move into Close Combat** or into a **Short Range** Fire Zone.
- If **not in a Fire Zone**, the AI may move into **any** non-Fire Zone hex. (Remember - Turreted Vehicles have a 360° Arc of Fire.)
- If **not in a Fire Zone**, the AI may only move into a Fire Zone hex that has **any type of DM** (woods, house, wall, smoke, etc).
- If **in a Fire Zone**, the AI may move into another Fire Zone hex that has the **same or higher DM** than the hex it started from.
- AI may pivot towards a Unit that is flanking it.

AIs will not stack with other AIs.

Destroyed Units and CAP Track Adjustments (7.3)

Units are destroyed like in a standard game. A destroyed **Unit** is removed from the game and is placed on the Player's CAPs track (*7.4 AtB*).

A destroyed **AI** is removed from the game. After an AI is destroyed, draw and discard Order Cards from the draw deck until a blue Command Order card is drawn. This Command Order card is removed from the game. **If there is only one Command Order card left in the deck, do not remove it.**

After removal of the Command Card is resolved, add all discarded cards and re-shuffle the deck.



Executing an AI Order

AI Orders first specify **which AI may execute the action**. The end of the order specifies **which Unit is an eligible Target**. Connecting the AI and Unit conditions is a distance condition that specifies either **closest** or **farthest**.

Note: Highest FP (Fire Power) AI specifies the AI with the highest FP that is *eligible to perform the action*. This eligible AI might not be the highest FP AI on the map.

Identify the AI that is eligible to execute the Order (5.1)

Identify the Target that meets the Order's Conditions (5.2)
(Targets may include Units or Mission Objectives such as Control Markers)

Note: Lowest DV (Defense Value) Unit specifies the Unit that has the lowest DV that can be the *Target of the eligible AI*. This Target Unit might not be the lowest DV Unit on the map.

Ex: Highest FP AI closest to Lowest DV Unit → Fire

If more than one AI is eligible to execute the Order

If the Order specifies **closest**

Execute with the AI which is **closest** to its closest Target

If the Order specifies **farthest**

Execute with the AI which is **farthest** from its closest Target

If more than one eligible AI is **closest to or farthest from a Target**

For Move Orders, move the eligible AI that:

1. is **Unhit**, then
2. has the **lowest movement cost**

If more than one AI is still eligible to move, then

Randomly choose one of the eligible AI to move

If more than one Target is equal distant from the eligible AI, then

Randomly choose one of the eligible Targets to move towards

If the eligible AI can move into more than 1 hex towards the Target, then

The AI will move into the hex:

1. that is a **fewer number of hexes away** from the Target, then
2. that is not within a Fire Zone, then
3. that has the highest DM (Defense Modifier), then
4. that is closer to the Target's flank
5. randomly determine which of the hexes the AI will move into by assigning each hex a number and rolling 1d6.

If the order specifies that the move must be Low Risk (5.3.1), then

For Low Risk moves, the AI:

Will never move into Close Combat
Will not move into Short Range inside the Target's Fire Zone

If the AI **IS NOT** in a Fire Zone, the AI:

1. will move into another non-Fire Zone hex, then
2. will move into a Fire Zone hex that has a DM

If the AI **IS** in a Fire Zone, the AI:

1. will move into a non-Fire Zone hex, then
2. will move into a Fire Zone hex that has the same or higher DM as the AI's starting hex DM, then
3. will move towards the Target's flank if the AI cannot move closer, then
4. will pivot towards a flanking Unit if the AI cannot move

If the AI can still move into more than one hex, then

Randomly choose one of the eligible hexes

Move towards the Target

Then make a Spent Check if necessary

For Fire Orders

AI will not fire Long Range, unless the order specifies it

Fire with the eligible AI that:

1. is **Unhit**, then
2. has the **highest Firepower**, then
3. has the **lowest cost to fire**, then
4. is in the **highest DM** (Defense Modifier) hex

If more than one AI is still eligible to fire, then

Randomly choose one of the eligible AI

If more than one Unit is eligible to be the Target, then

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The Target Unit will be the one that:

1. has the **lowest total Defense Value (DV)**, then
2. is **Hit**, then
3. is **Fresh**, then
4. has the **highest Firepower**, then
5. has the **lowest cost to fire**, then
6. has the **lowest cost to move**

If more than one Unit is still eligible to be the Target, then

Randomly choose one of the eligible Targets to fire at

If the AI needs an 11 or higher to hit this Target, then:

Repeat the Target selection process 1, excluding the current Target

Fire at the Target

Then make a Spent Check if necessary